

Beast Hunter Class



Hunter

In the dark world of Ravenloft the few people who have dedicated to fighting the creatures of darkness have banded together as Hunters of Beasts and Creature of Darkness.

Hit Points

Hit Dice: 1d10 Per Beast Hunter Level

Hit Points at 1st Level: 1d10 + Constitution Modifier

Hit Points at Higher Level: 1d10 (or 6) + Constitution Modifier Per Beast Hunter level after the first.



Proficiencies

Armor: Light

Weapons: Trick Weapons and Fire Arms

Saving Throws: Strength, Dexterity

Skills: Hunter's Tools and your choice of two skills from Acrobatics, Athletics, Insight, Intimidation, Investigation, Perception, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- (a) Threaded Cane or (b) Hunters Ax
- Hunter's Tools
- 10 Amunition and (a) Hunters Pistol or (b)

Musket

- (a) Adventures Pack or (b) Dungeoneer's Pack

Hunter's Dream

You have access to the Hunter's Dream, a vast library of knowledge held within a Demiplane. When you take a long rest you enter the Dream and may research any one sub-ject of your choice. It is up to the DM how successful you are

Basic Weapon Designs

At 1st level you know how to create a Threaded Cane, Hunters Ax, and all Fire Arms using a Hunter's Tool Set. It takes a 1 hour ritual to create a Trick Weapon or Fire Arm.

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following option. You can't take a Fighting Style option more than once, even if you later get to choose again.

-Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

-Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

-Two Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

-Gun Fighter

While using a 1 handed Fire arm in your off hand you suffer no disadvantage and can reload it without having a free hand.

Dodge

At 2nd level when an enemy makes an attack against your AC you may use your reaction and make a DEX save with the DC being the number the enemy attack, you can only use this feature after the attack is made but before you know the results and you must be able to move 5ft. away from the enemy.

Enemies can't take opportunity attacks against you when you use this ability. If the roll fails you take damage regardless if the attack would hit your AC or not. You cannot use this if you are wearing Medium or Heavy armor.

Hunter Regiment

At 3rd level you are assigned to one of the Hunter Regiments. Choose The Crow Hunters, The Pounder Keg Contingency, or The Vilebloods, all detailed at the end of the class description. Your Regiment grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Rally

At 9th level, the turn after you take damage every successful hit restores 1d6 hit points. The dice increases to 2d6 at 13th level and 3d6 at 17th level.

Quickening Dash

At 17th Level you gain advantage on DEX saving throws and when you successfully Dash you can teleport up to 10ft to any unoccupied space.



Crow Hunter

A hunter of hunters. who hunts those who have become addled with blood. The badge of the Hunter of Hunters is quietly passed down from generation to generation, usually to an outsider from the hinterlands. To be entrusted with this cursed badge, one must be strong, resilient to the seduction of blood, and gracious when taking a comrade's life.

Tireless Dodge

At 3rd level using the Dodge feature no longer requires a reaction.

Versatile Dodge

At 7th level when you Dodge you can use your reaction to impose disadvantage in the role to add one of the following effect.

- Extra Attack: When you successfully make the Save you may make an attack against the Enemy that made the attack as long as you can still reach them.
- Flee: When you successfully make the Save you may move up to your movement speed immediately after the attack.
- Sand In The Eyes: When you successfully make the Save you may have the enemy suffer disadvantage on all saves and attacks until the start of their next turn.

Hunters Prowess

At 10th level the first time you successfully hit an enemy with a weapon you have Proficiency with on your turn you may make an additional attack with that weapon.

Crows Swiftess

At 15th Level you gain a +2 to initiative. Additionally enemies cannot make opportunity attacks against you.

Martial Dodge

At 18th Level you no longer use a reaction to use the Versatile Dodge ability. Additionally you no longer suffer disadvantage from using this ability.

Powder Keg Contingency

The heretics of the Workshop. The Powder Kegs adoration of complex design and big booms culminated in weapon designs that contrast with those traditionally of the Workshop. The late Powder Kegs, bless their souls, had a motto: "If a weapon ain't got kick, it just ain't worth it."

Make it Loud

At 3rd Level you do not suffer disadvantage when attacking an enemy with a firearm at an enemy within 5 feet of you.

Quick Fire

At 7th level you can make an attacks of opportunity with fire arms, additionally you can suffer disadvantage when using the Dodge ability and make an attack with a fire arm if you are successful.

White Hot Led

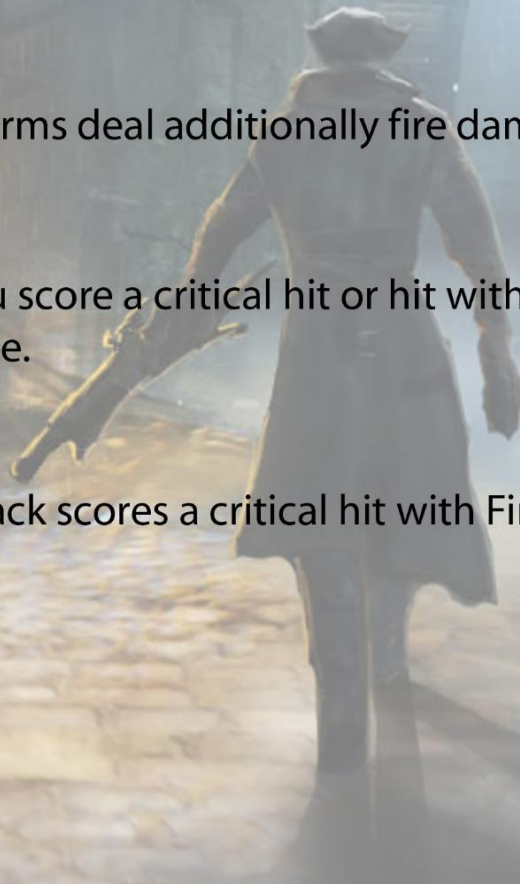
At 10th level your firearms deal additionally fire damage equal to you DEX modifier.

Precision Shot

At 15th level when you score a critical hit or hit with an opportunity attack the target is knocked prone.

Ruthless Hunter

At 18th Level, your attack scores a critical hit with Firearms is 18-20.



Vileblood

The royal guards of Cainhurst, loyal guardians of the Vileblood Queen Annalise. The Vilebloods are hunters of blood, and hunt prey as they search for blood dregs. The hunter who joins them is faced with a decision: to merely borrow their strength, or to become one of them, heart and soul."

Dark Gifts

At 3rd level you gain resistance to Bludgeoning, Piercing, and Slashing damage from nonmagical non silver weapons.

Silver weapons deal an additional 1d4 damage to you.

Additionally you gain dark vision up to 120 ft. and have sunlight Sensitivity.

You are now considered undead for the purposes of spells and abilities.

Vampiric Bite

You grow fangs as part of the ritual and a taste for blood. When you grapple or are grappled by a living creature you may use your bonus action to make a bite attack against them. You have proficiency with this attack and the damage is 1d4 necrotic. You regain hit points equal to the damage dealt.

The damage dealt by this ability increases on your Hunter Level. 7th 1d6, 10th 1d8, 15th 1d10, 18th 1d12.

Additionally while you have less than half your health at the start of your turn you must make an Intelligence saving throw (DC equal the amount of health below half you are) if you fail the save you must move up to your

Movement speed to the nearest living creature and attempt to grapple and bite them.

Hunter of Blood

At 7th level you gain advantage on Wisdom Perception check that involve searching for a living creature. Additionally you gain proficiencies with Intelligence Saving Throws.

Unnatural Skill

At 10th level you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings. You also gains a climbing speed equal to its walking speed.

Dark Form

At level 15 you may dash as a bonus action. Additionally you may turn yourself into a bat for up to an hour as an action. Treat similar to the druid wild shape. Once you use this ability you can't do so again until you finish a long or short rest.

Unhindered Fiend

At 18th level you gain a flying speed equal to your movement speed.

Weapon Properties

Cost: Because these weapons are so rare the cost is primarily what it would cost to assemble the materials to make it; though if you ever come across another hunter on your journey they may be willing to sell you any spare weapons they may have.

Trick: All Trick Weapons have two forms and you may use your bonus action to change the form from Standard to Trick.

Reload: The weapon can be fired a number of times equal to its Reload score before you must use 1 attack or 1 action to reload. You must have a free hand to reload.

Scatter: An attack is made against each creature in a 30 ft. cone. These attacks are simultaneous. If an affected creature is adjacent from you, they suffer double damage on a hit.

Misfire: Whenever you make an attack with a Firearm, and the dice roll is lower than or equal to the Misfire score, the weapon misfires. The attack misses and cannot be used again until you try to repair it. To repair your firearm you must make a Hunter's Tool check (DC equal to 8 + Misfire Score). If the check fails the weapon is broken and must be repaired outside of combat for half the cost of the firearm.

Explosive: Upon a hit, everything within 5 feet of the target must make a Dexterity Saving Throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or suffer 1d8 fire damage. If the weapon misses the ammunition either fails to detonate.



Threaded Cane- Trick Weapon

One of the trick weapons of the workshop, commonly used by hunters on their duties. Sufficiently deadly as a rigid bladed cane, but also serves as a whip when its blade is split into many. Concealing the weapon inside the cane and flogging the beasts with the whip is partly an act of ceremony, an attempt to demonstrate to oneself that the bloodlust of the hunt will never encroach upon the soul.

Cost: 35 gp

Standard: 1d6 Slashing, Finesse

Trick: 1d4 Slashing, Finesse, Range 10 ft.



Hunter's Ax-Trick Weapon

One of the trick weapons of the workshop, commonly used on the hunt. Retains the qualities of an axe, but offers a wider palette of attacks by transforming. Some choose this axe to play the part of executioner.

Cost: 35 gp

Standard: 1d6 Slashing

Trick: 1d12 Slashing, Two-Handed



Hunters Pistol-Fire Arm

Pistol made at the workshop, for hunters stalking beasts. Hunter firearms are specially crafted to employ Quicksilver Bullets fused with the wielder's own blood.

Cost: 250 gp

Damage: 1d10 Piercing

Properties: Reload 4, Misfire 1, (Range 100/400)



Piercing Rifle-Fire Arm

A rifle engineered by the Oto Workshop, the precursor to the workshop of the heretical Powder Kegs. Designed for hunting from long distances, this weapon has been optimized to cause perforation wounds, but is unfit for Close quarters fighting.

Cost: 250 gp

Damage: 1d12 Piercing

Properties: Two-Handed, Reload 1, Misfire 2, (Range 200/ 600)



Quicksilver Bullet

Special bullets used with hunter firearms. Ordinary bullets have no effect on beasts, and so Quicksilver Bullets, fused with the wielder's own blood, must be employed.

Cost: 1sp



Hunter Blunderbuss- Fire Arm

A blunderbuss created at the workshop for the hunters' line of work. Hunter firearms are specially crafted to employ Quicksilver Bullets fused with the wielder's own blood, boosting damage against beasts. The impact of this highly-effective weapon counters beasts' swift movements, and its wide spread is nigh-on guaranteed to hit the mark.

Cost: 500 gp

Damage: 1d8 Piercing

Properties: Reload 2, Misfire 3, Scatter, (Range 15/30)



Cannon-Fire Arm

Large prototype firearms fashioned by the workshop heretics, the Powder Kegs. Use of this weapon is equivalent to toting a mounted cannon, complete with its ridiculous weight, staggering kick, and lavish use of Quicksilver Bullets, into battle. Such a monstrosity was doomed from the start, and indeed its development was cut short. Yet, against impossibly gigantic foes, it might be just the thing.

Cost: 1000 gp

Damage: 2d10 Fire

Properties: Two-Handed, Reload 1, Misfire 4, (Range 100/400), :You require a Strength Score of 18 to use this weapon, in addition you must use 10 ammunition to reload the weapon.



Artifacts

Loch Shield

An artisanal shield crafted with blue glass. Originally used to safeguard the leader presiding over a sacred Healing Church ceremony, and later supplied to tomb prospectors, in particular those exploring the labyrinth of Isz. The blue is fashioned after a lake, and the shield greatly reduces all forms of non-physical damage.

While this Shield is equipped you have resistance to all damage except Bludgeoning, Piercing, and Slashing.



Evelyn-Fire Arm

Special pistol used by Cainhurst knights. The Evelyn uses Quicksilver Bullets, just as any workshop firearm, but the Cainhurst variant relies more on bloodtinge. Lovingly named after a woman and graced with an intricate design, Evelyns were adored by Cainhurst knights.

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Amygdalan Arm

The arm of a small Amygdala Great One. Strictly speaking, the Amygdalan Arm is no trick weapon of any sort, but certain madmen wield them like clubs. Starts as a large, tough blunt weapon formed of bone, but when extended, the hand quivers as if it were still alive.

Standard: 2d12 Bludgeoning, To wield the Amygdalan Arm you must have a Strength of 18

Trick: 1d12 Slashing, when you attack with the Amygdalan Arm the target must make a DC 15 Dexterity Saving throw or take an additional 1d6 Slashing damage.



Amygdalan Arm

A special trick weapon passed down among hunters of hunters. One of the oldest weapons of the workshop. Splits into two when activated. The weapon's warped blades are forged with siderite, a rare mineral of the heavens. Most effective swift attacks, such as after a quick-stepping.

Standard: 1d6 Slashing+1d4 Force Damage, Versatile

Trick: (Damage Unchanged), Versatile, Two-Handed, with each successful attack you may attempt an attack with the offhand



Chikage-Trick Weapon

Foreign-made weapon wielded by the royal guards who protect Annalise, Queen of the Vilebloods at Cainhurst Castle. When the intricate, rippled engraving that spans the Chikage's blade is imbrued with blood, the sword sings in scarlet hues. However, the rite eats away at the wielder's very essence.

Standerd: 1d6 Slashing, Versatile

Trick: 1d6 Slashing, Versatile, At the start of your turn you loose 1d4 health, When you make an attack with the Chikage the target and when you make an attack with this weapons all creatures within 5ft of the target must make a DEX saving throw (save equal to 8+Pro.+Attack Modifier)or take 1d6 Necrotic Damage.



Bloodletter-Trick Weapon

The demented hunter weapon brandished by Brador, the Healing Church assassin. The Bloodletter assumes its true and terrifying form after it draws upon blood from the inner reaches of one's body and soul. This is the only effective means of expelling tainted blood, or so Brador, isolated in his cell, continued to believe.

Standerd: 1d8 Smashing

Trick: 2d8 Smashing, Two-Handed, You may use your actions to pound it into the ground, all other creatures within a 5ft radius centered on you must make a DEX saving throw (DC equal to 8+Pro+STR Modifier) or take 6d6 Necrotic damage, half on a success. When you do this you must a DC 15 CON saving throw or loose life equal to half your total life rounded up.



Tonitrus-Trick Weapon

A unique trick weapon contrived by Archibald, the infamous eccentric of the Healing Church workshop. Striking this peculiar iron morning star flail like a match generates the same blue sparks that blanket a darkbeast. Unfortunately, for reasons untold, the hunters of Archibald's time did not fully take to the device.

Standard: 1d8 Smashing, you may use your bonus action to charge the weapon, until the end of turn the Tonatris deals an additional 1d8 lighting damage.



Boom Hammer-Trick Weapon

A trick weapon used by the old hunters, and crafted by the workshop heretics, the Powder Kegs. A giant hammer equipped with a miniature furnace. When ignited and fired, it emits a volley of flame that explodes furiously upon impact. Crush the beasts, then burn them - the brute simplicity of the Boom Hammer was favored by hunters with an acute distaste for beasts.

Standard: 1d10 Smashing, Two-Handed, you may use your bonus action to charge the weapon, the next attack you make with the Boom Hammer deals an additional 5d10 fire damage.



Burial Blade-Trick Weapon

Trick weapon wielded by Gehrman, the first hunter. A masterpiece that defined the entire array of weapons crafted at the workshop. Its blade is forged with siderite, said to have fallen from the heavens. Gehrman surely saw the hunt as a dirge of farewell, wishing only that his prey might rest in peace, never again to awaken to another harrowing nightmare.

Standered: 1 d6 Slashing+1 d4 Radiant, Versatile

Trick: 1 d8 Slashing+1 d6 Radiant, Versatile, Two-Handed



Stake Driver-Trick Weapon

A trick weapon fashioned by the workshop heretics, the Powder Kegs. Favored by the retired hunter Djura. The stake driver, with its queerly complex design, violently drives thick stakes into the flesh of foes. The stake driver allows for high-damage critical attacks, but is difficult to use and leaves its wielder wide open, but none of this should bother a mere Powder Keg.

Standered: 1 d8 Slashing

Trick: 1 d6 Peircing, You may use you action to Charge up an attack the you can not make an additional attack this turn the damage is 2d100 peircing and the Stake Driver returns to its standered form.



Simon's Bowblade

Church hunter Simon despised firearms, and so the Church workshop had this specially fashioned to his liking. The large curved blade serves as a bow when transformed. But aside from a few close friends, Simon was scoffed at for his choice of arms, for who would dare face the beasts with a measly bow?

Standard: 1d8 Slashing, Versatile

Trick: 1d8 Peircing, (range 200/400), to attack Simon's Bowblade consumes 1 Quicksilver Bulit.



Holy Moonlight Sword

An arcane sword discovered long ago by Ludwig. When blue moonlight dances around the sword, and it channels the abyssal cosmos, its great blade will hurl a shadowy lightwave. The Holy Moonlight Sword is synonymous with Ludwig, the Holy Blade, but few have ever set eyes on the great blade, and whatever guidance it has to offer, it seems to be of a very private, elusive sort.

Standard: 1d12 Slashing Damage

Trick: 1d12 Slashing+1d8 Force Damage, Two-Handed, Holy Moonlight Sword has 10 charge counters, When you attack you may expend 1 change counter to either give the Holy Moonlight Sword a range of 50/100 ft or double the damage dealt by the Holy Moonlight Sword.



Beast Roar

"One of the forbidden hunter tools made by Irreverent Izzy. Borrow the strength of the terrible undead darkbeasts, if only for a moment, to blast surrounding foes back with the force of a roaring beast. The indescribable sound is broadcast with the caster's own vocal cords, which begs the question, what terrible things lurk deep within the frames of men?"

While holding the claw you may use your action to roar, all creatures within 5 ft of you must make a DC 12 Dexterity Saving throw or be knocked prone.



Choir Bell

"Special hunter tool of the Choir, high-ranking members of the church. Fashioned after a bell that projects an arcane sound across planes of existence. The sound of this smaller, silver version of the bell does not cross planes, but grants vigor and healing to all cooperators."

You may use your action to ring the bell, all you and allies within a 10ft. foot radius centered on yourself regain 1d8+2 hit points.



Madaras Whistle

"Whistle of the Madaras twins, denizens of the Forbidden Woods. The twins grew up alongside a poisonous snake, and developed a silent, inhuman kinship. The poisonous snake grew uncontrollably, raised on a healthy diet of beast entrails. Even after their deaths, it is said to respond to the call of the twins' whistle from within the Nightmare."

You can use your bonus action to blow into the whistle, all creatures within a 5ft radius of where you were when you blew the whistle must make a DC 15 Dexterity save or 3d6 bludgeoning damage, half on a save, if any creatures are killed by this damage they are eaten by the massive snake head and are dragged under the earth.



Blacksky Eye

"Soft eye blessed by a phantasm. They were discovered through Byrgenwerth's contact with the arcane, but in the end revealed nothing.

Deep within the eye lies a vast stretch of dark sky that rumbles with an endless meteor storm. The slightest rub of the tiny orb, and the rock will tumble and soar."

While holding the eye you use your action to summon a glowing meteor make a ranged attack at a target (range 100/200 ft.), the target takes 2d6 force damage.



Executioners Gloves

"One of the secret treasures hidden in Cainhurst."

"The gloves of an executioner from a faraway land."

"Passed from executioner father to executioner son, these gloves can be used to summon wrathful spirits of the past by smearing them with blood."

"It is said that the nobles found immeasurable delight in the dances of these vengeful specters."

While waiting You may cast Magic Missile at 1st without spell slots or components except it deals necrotic damage instead of force damage.



Accursed Brew

"Skull of a local from the violated fishing village. The inside of the skull was forcibly searched for eyes, as evidenced by innumerable scratches and indentations. No wonder the skull became stewed in curses. They who offer baneful chants. Weep with them, as one in trance"

Accursed Brew has 4 charge counters. You may expend 1 charge counter to cast the Bestow Curse spell at 3rd level with out components. You may expend any number of additional charges to increase the spell level by one. Accursed Brew regains 1d4 charges at midnight.

